



# **NASA LaRC Contribution to the High Angle Working Group of the Third Aeroelastic Prediction Workshop: BSCW Shock Buffet**

**Pawel Chwalowski, Steven Massey, Garrett McHugh**

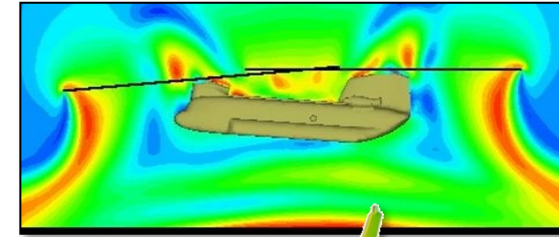
Aeroelasticity Branch, NASA Langley Research Center,  
Hampton, VA, USA

# FUN3D Core Capabilities

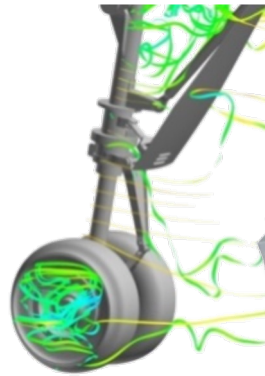
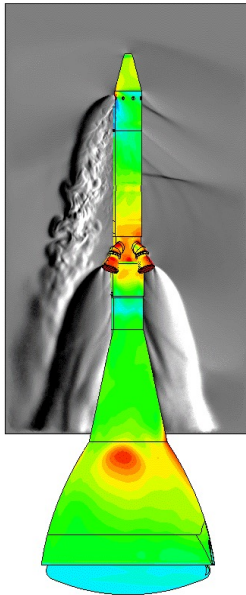
<http://fun3d.larc.nasa.gov/>



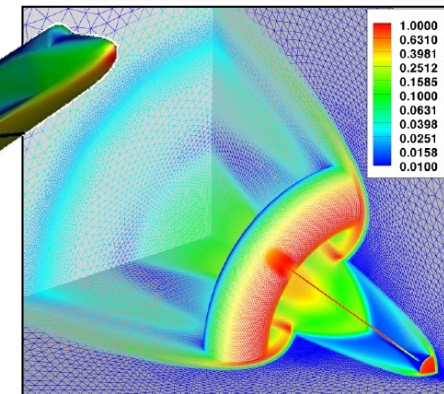
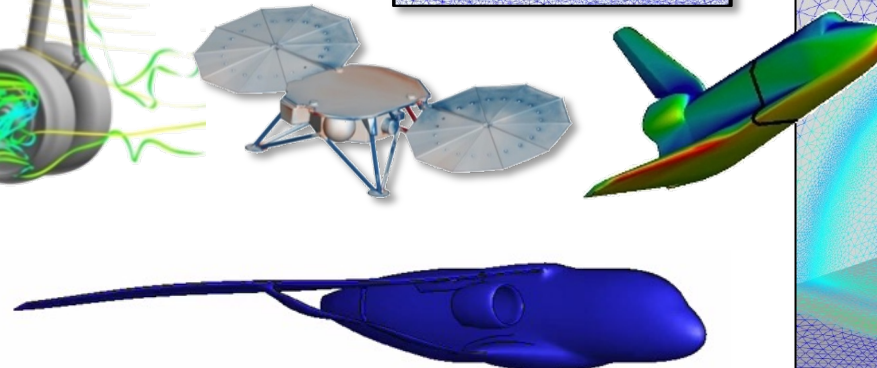
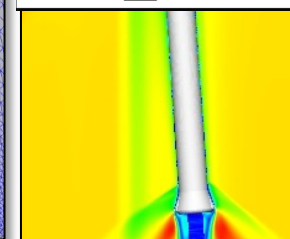
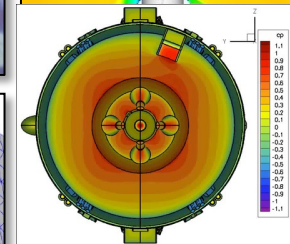
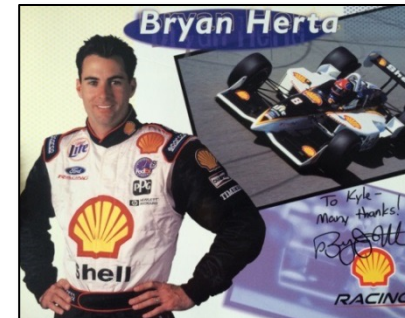
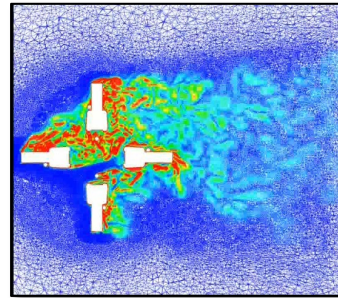
- Established as a research code in late 1980s; now supports numerous internal and external efforts across the speed range
- Solves 2D/3D steady and unsteady Euler and RANS equations on node-based mixed element grids for compressible and incompressible flows
- General dynamic mesh capability: any combination of rigid / overset / morphing grids, including 6-DOF effects
- Aeroelastic modeling using mode shapes, full FEM, etc.
- Constrained / multipoint adjoint-based design and mesh adaptation
- Distributed development team using agile/extreme software practices including 24/7 regression, performance testing
- Capabilities fully integrated, online documentation, training videos, tutorials



US Army



Georgia Tech



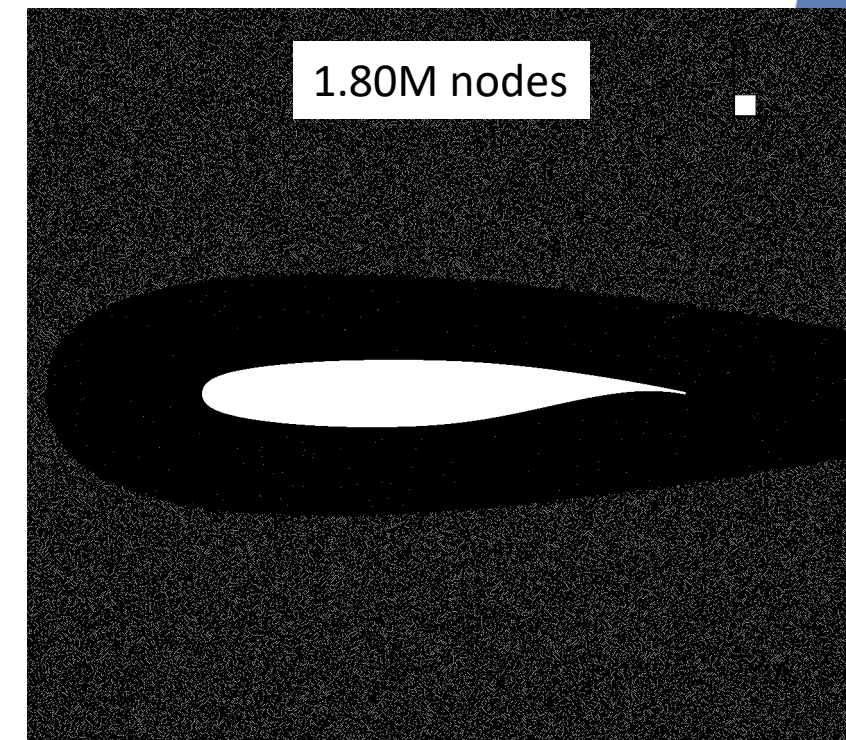
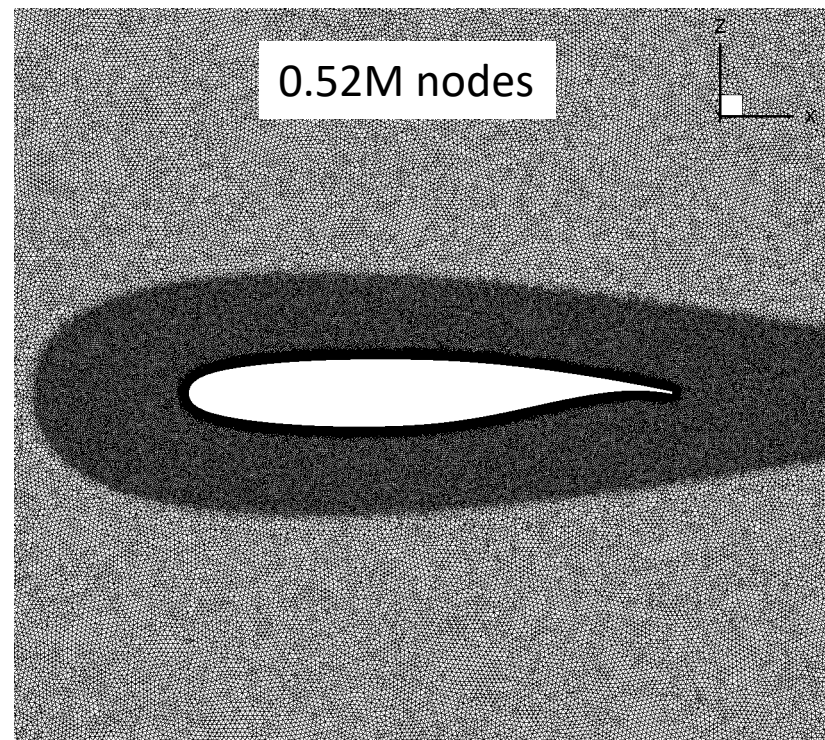
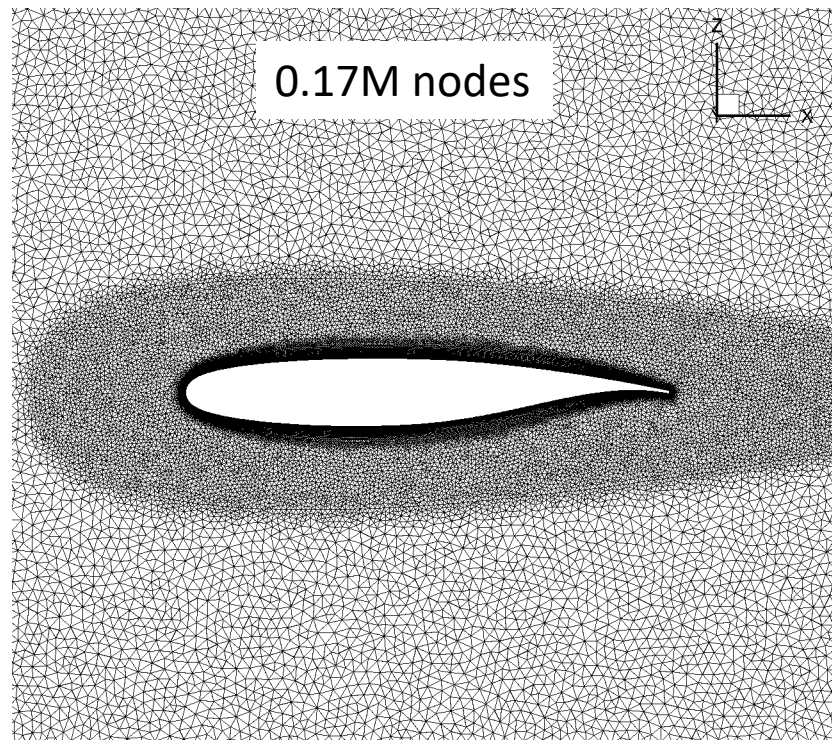


## 2D Analysis First !

- Meshes generated using Pointwise
- 2D implies a mesh with a unit depth of one cell in 'spanwise' direction
- Three meshes generated: Coarse, Medium, Fine
- URANS analysis with SA, SA w/compressibility correction (CC), and DDES
- Mach 0.6, 0.7, 0.74, 0.78, 0.8 with matched-point conditions from TDT's tunnel parameter code across AoAs and at Q = 170 psf !
- 2D conclusions applied to 3D coarse BSCW mesh currently used in AePW-3 analysis



Three meshes generated: Coarse, Medium, Fine





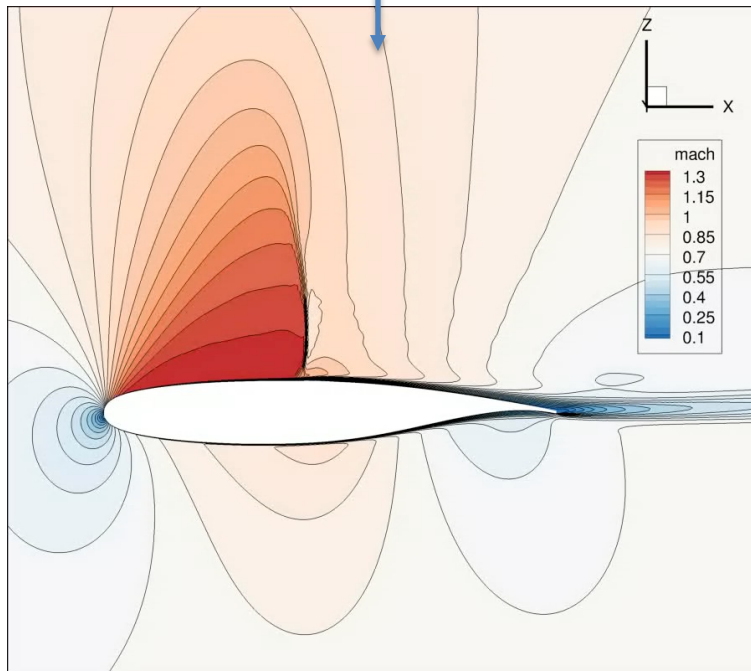
# BSCW Shock-Buffet Analysis at Mach 0.8, AoA = 5°, q = 170 psf



## SA + Compressibility Correction + Limiter

Medium Mesh, dt = 0.00002 sec, 160 steps/chord

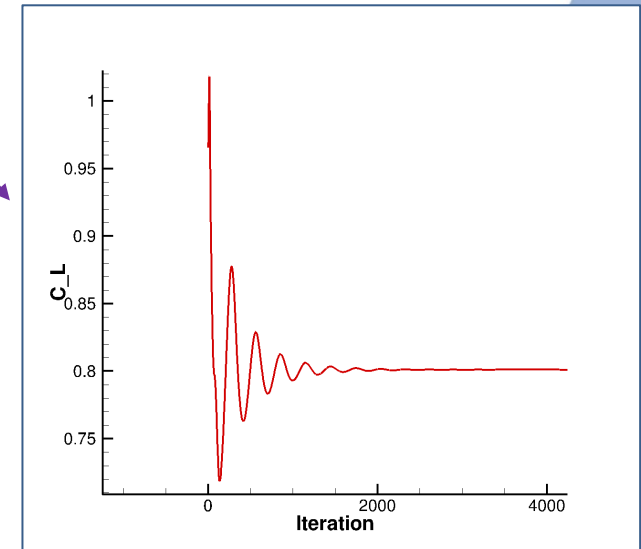
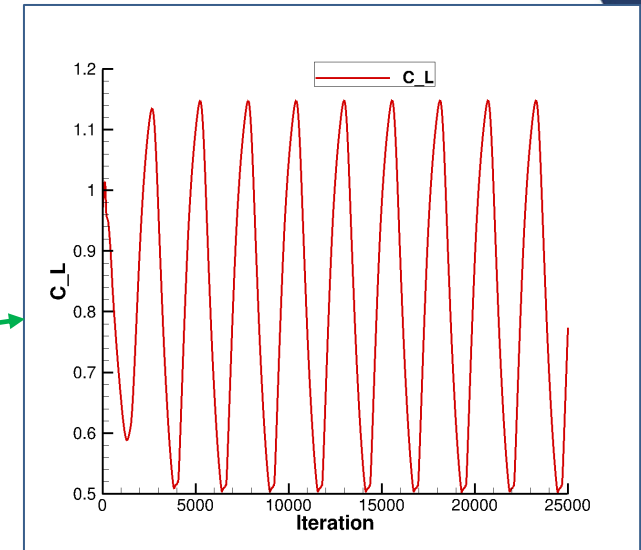
AoA (deg.) / Mach	0.60	0.70	0.74	0.78	0.80
4	N	N	Y	N	N
5	N	Y	Y	N	N
6	N	Y	Y	N	



N – Steady Flow

Y – Fluctuations in  $C_L$

N – Initial fluctuations in  $C_L$





## 2D Analysis First !

- Meshes generated using Pointwise
- 2D implies a mesh with a unit depth of one cell in 'spanwise' direction
- Three meshes generated: Coarse, Medium, Fine
- URANS analysis with SA, SA w/compressibility correction (CC), and DDES
- Mach 0.6, 0.7, 0.74, 0.78, 0.8 with matched-point conditions from TDT's tunnel parameter code across AoAs and at Q = 169 psf !
- 2D conclusions applied to 3D coarse BSCW mesh currently used in AePW-3 analysis

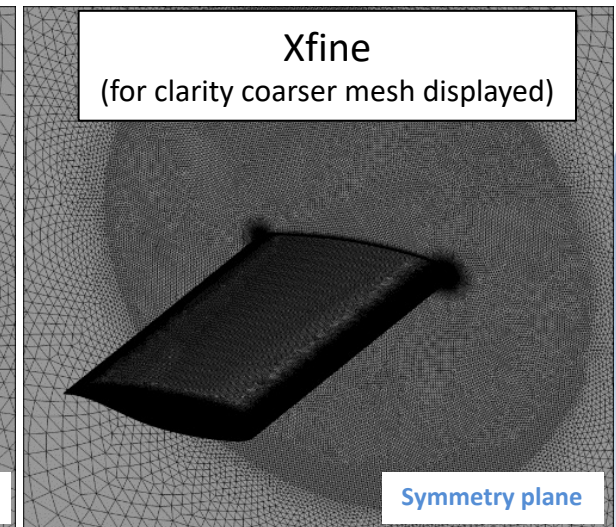
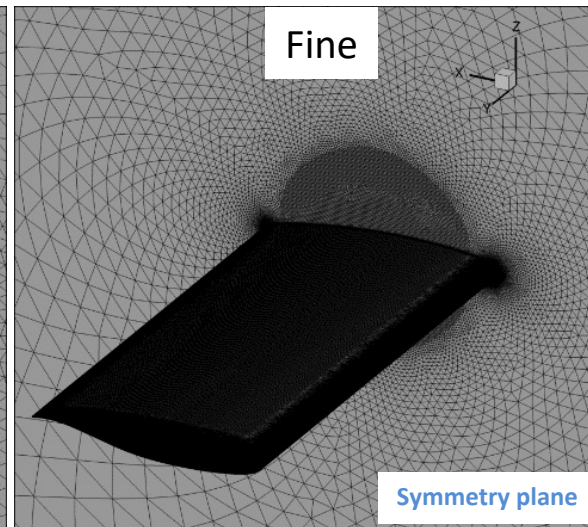
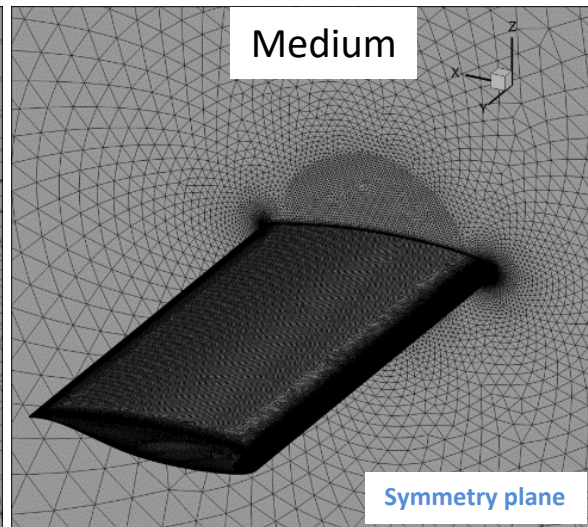
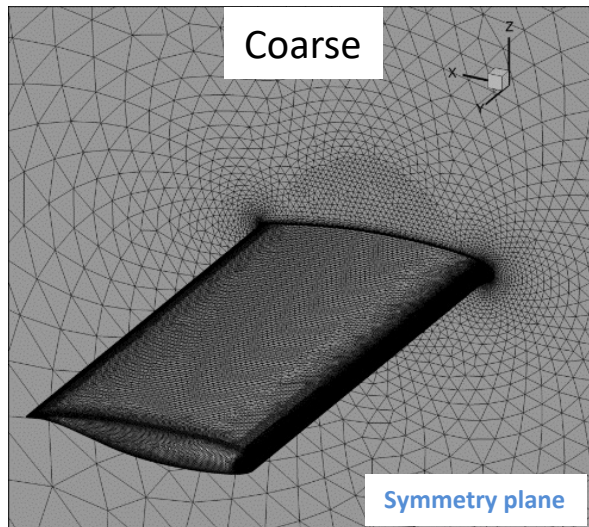
## 3D Analysis Next !

- URANS with SA w/compressibility correction did not produce sufficient flow oscillations !
- 3D computations are accomplished with DDES !
- Roe scheme, Hvanalbada limiter, Second order in time



## 3D Analysis Approach (1)

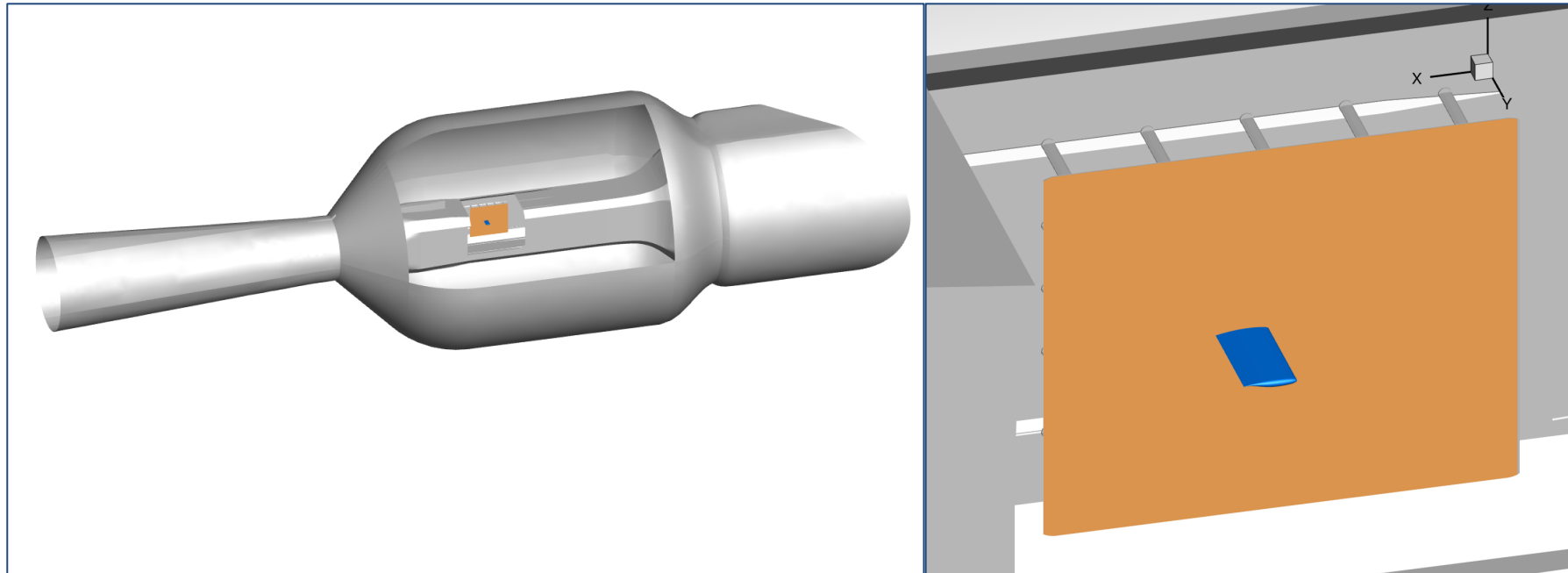
Fixed Mesh	Coarse	Medium	Fine	XFine
Size (nodes)	3M	9M	27M	99M



## 3D Analysis Approach (2)

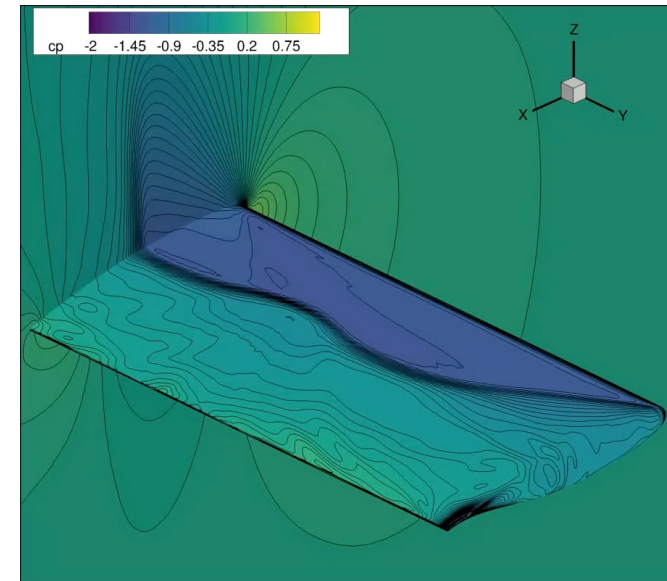
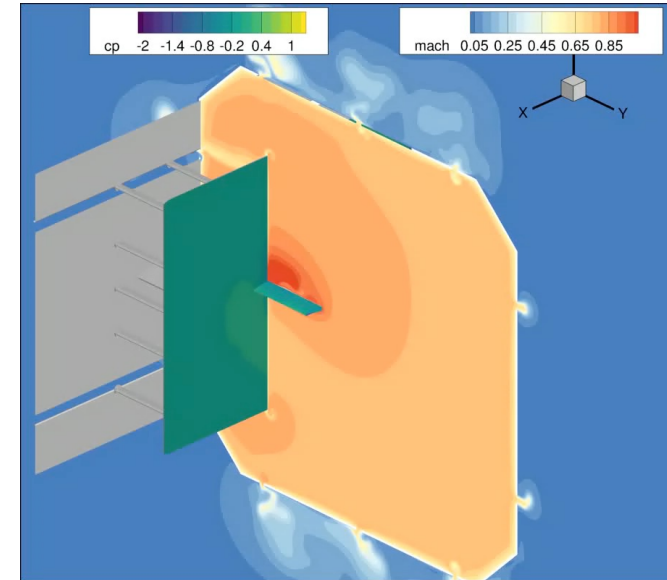
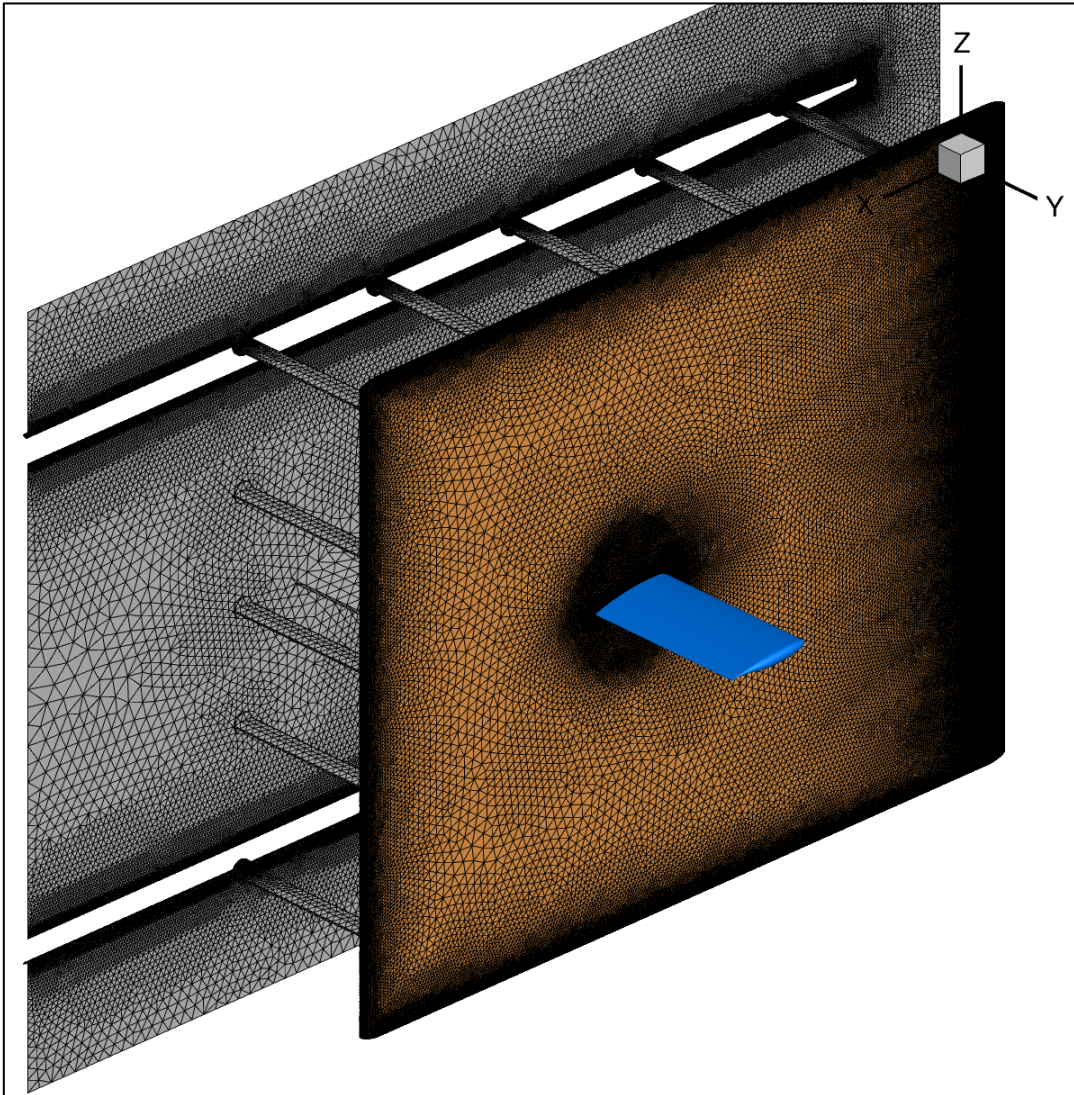
Fixed Mesh	Coarse	Medium
Size (nodes)	109M	161M

BSCW as installed in TDT





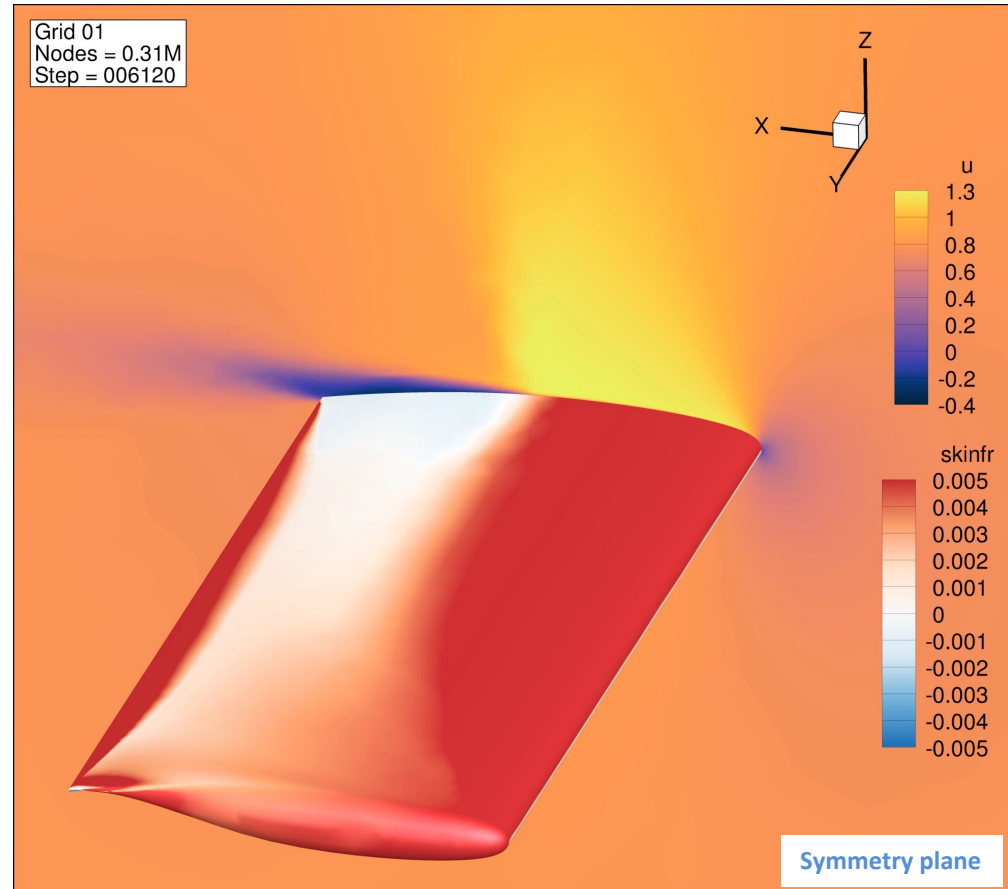
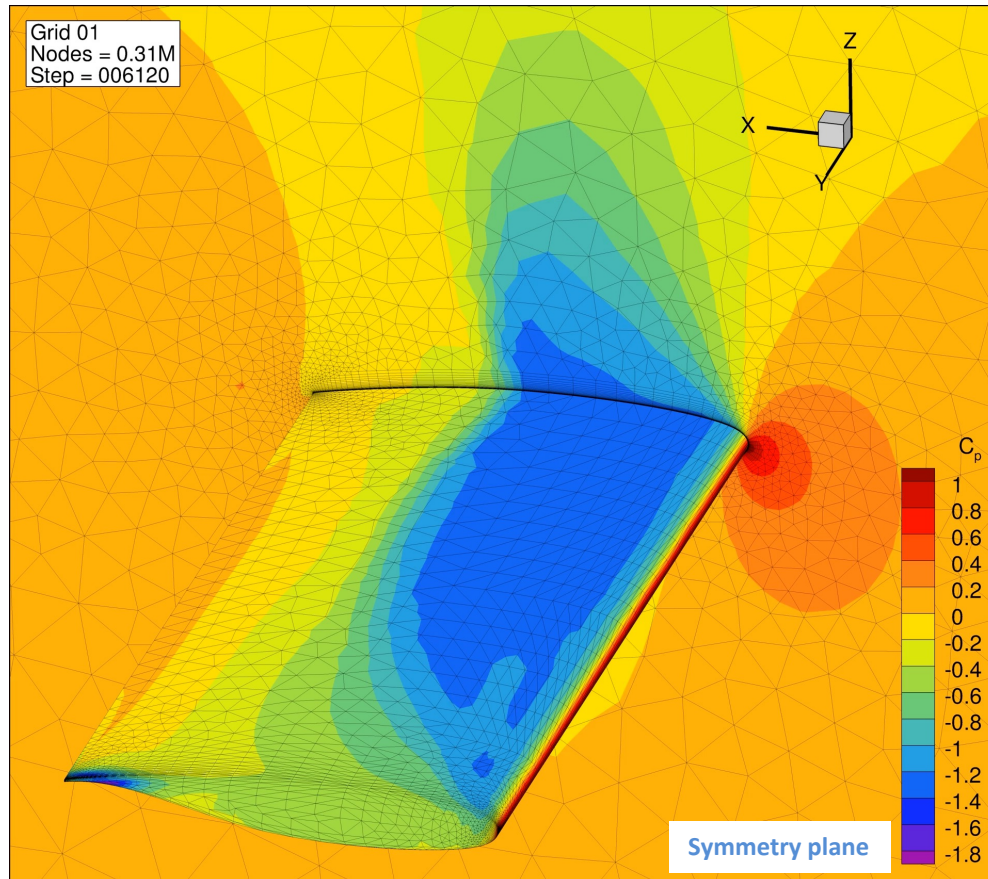
## 3D Analysis Approach (2)





## 3D Analysis Approach (3)

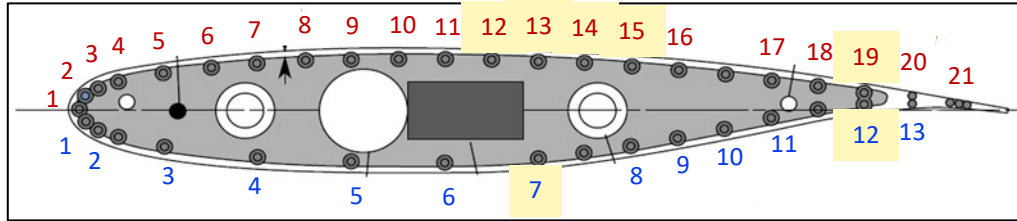
- Mesh Adaption via Point Sources
- Mesh adapted using interpolation<sup>1</sup> based error estimation.
  - Error is accumulated over time to capture shock movement.



<sup>1</sup>Zienkiewicz, O.C. and Zhu, J.Z. (1987) A Simple Error Estimator and Adaptive Procedure for Practical Engineering Analysis. International Journal for Numerical Methods in Engineering, 24, 337-357.



## Results

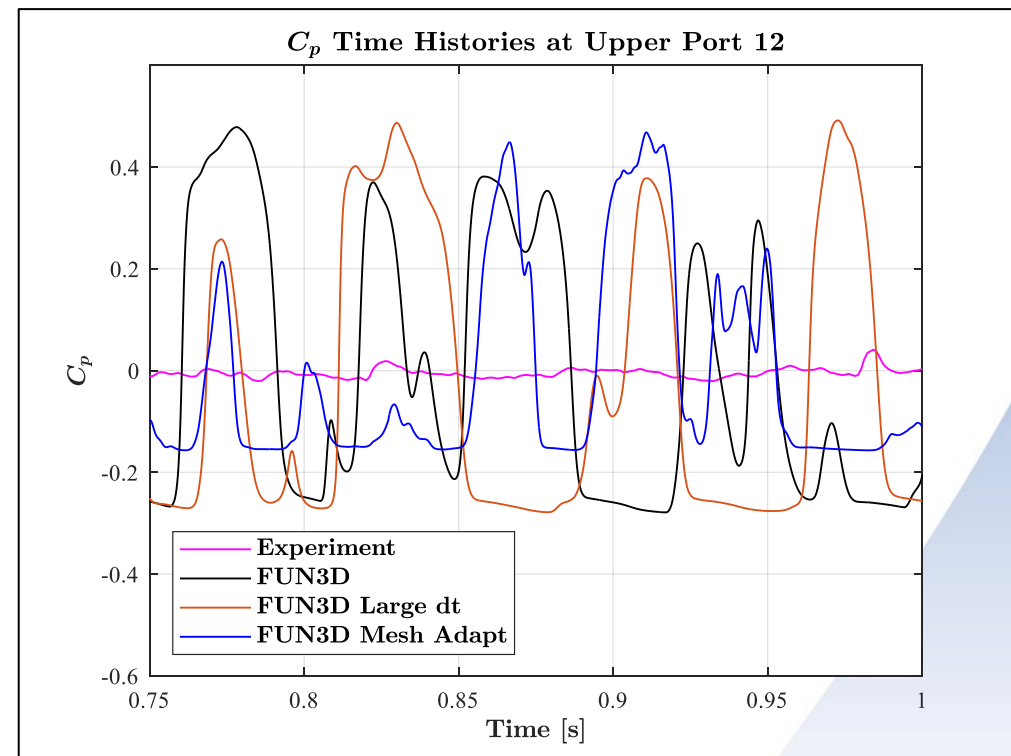
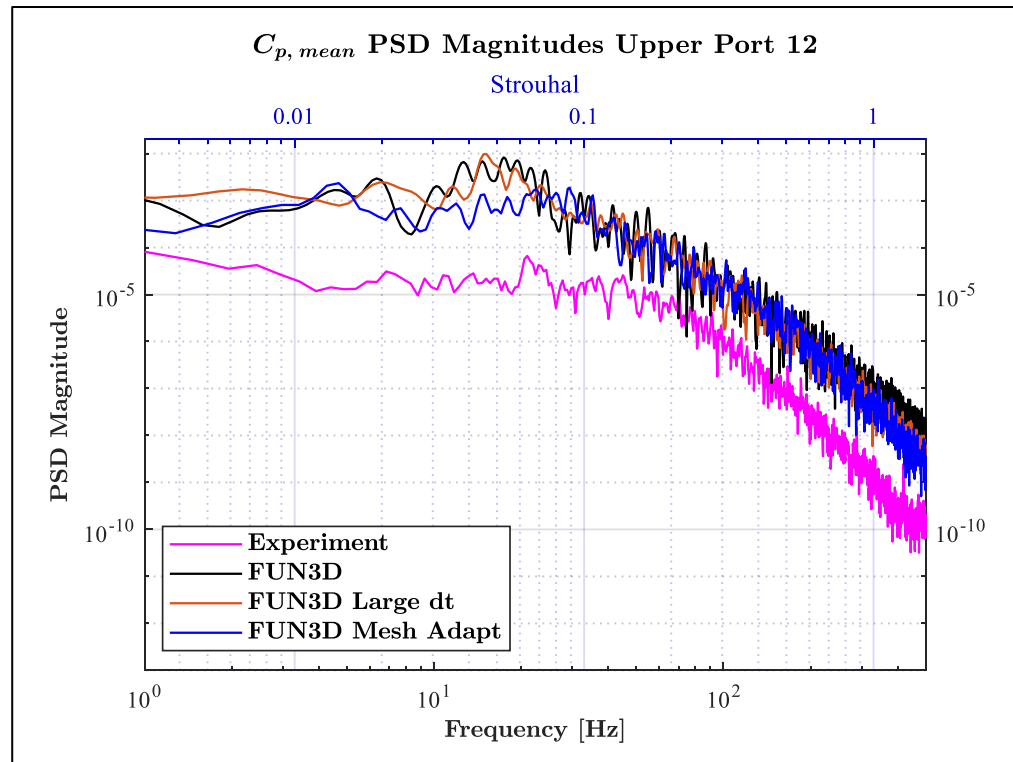
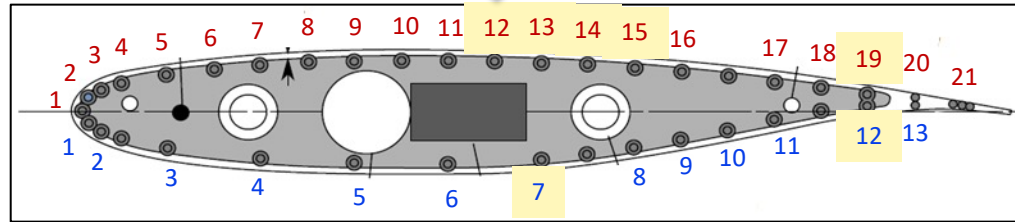


	Solution Method	Turbulence Model	Mesh Type	Mesh Size	Time Step
FUN3D	DDES	SA	Unstructured	27M	2.10E-06
FUN3d Large dt	DDES	SA	Unstructured	27M	2.10E-05
FUN3D Mesh Adapt	DDES	SA	Unstructured	60M	6.00E-06

**Table 3. Pressure orifice locations, x/c, at 60% span**

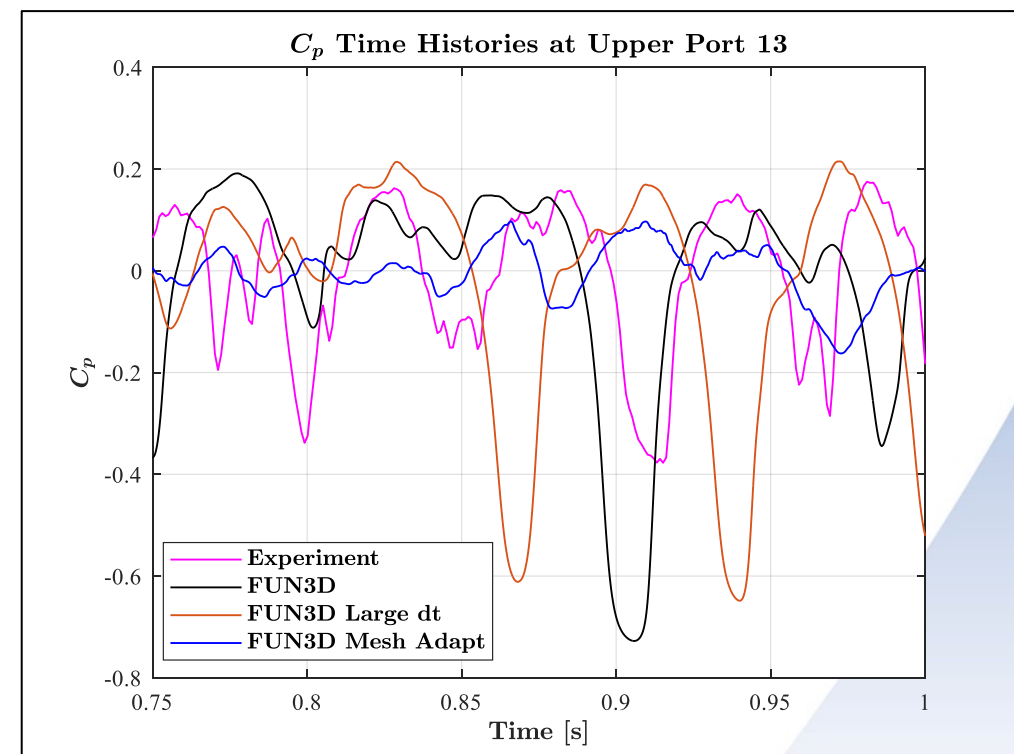
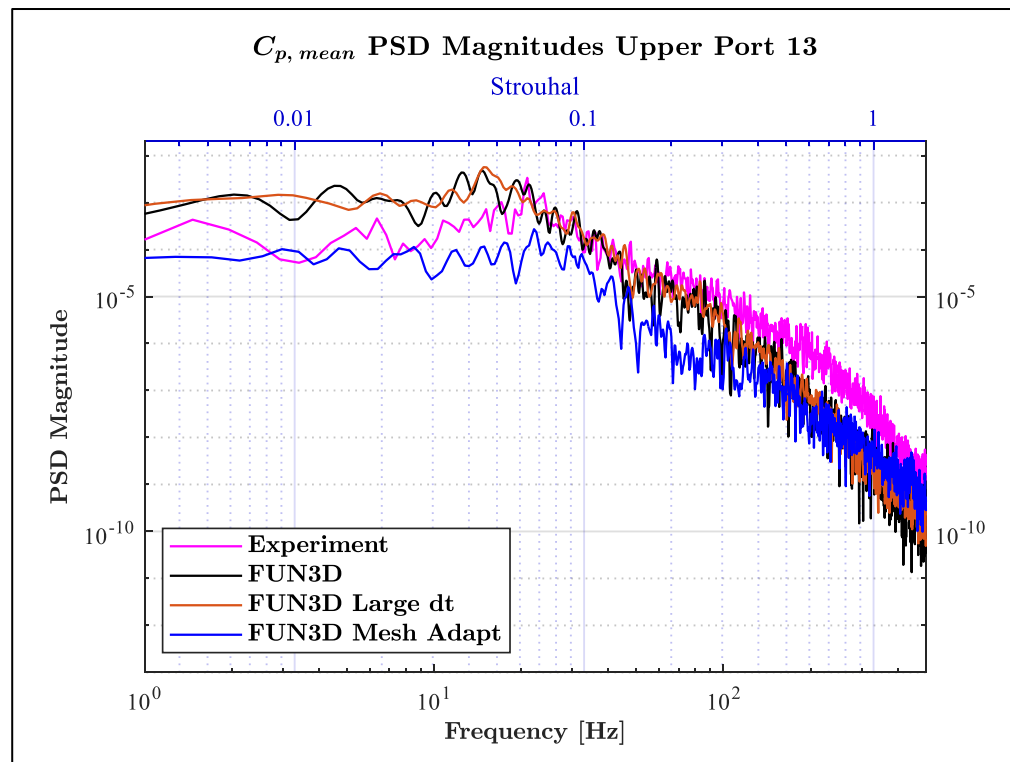
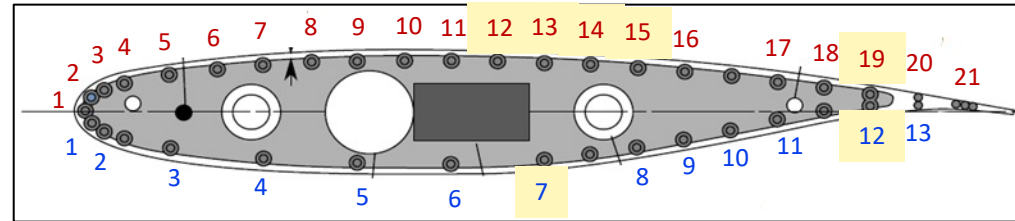
Upper		Lower	
Transducer #	x/c	Transducer #	x/c
1	0	1	0.012
2	0.009	2	0.027
3	0.023	3	0.103
4	0.049	4	0.203
5	0.099	5	0.303
6	0.149	6	0.403
7	0.198	7	0.503
8	0.249	8	0.602
9	0.298	9	0.652
10	0.348	10	0.702
11	0.398	11	0.752
12	0.448	12	0.851
13	0.498	13	0.901
14	0.542		
15	0.598		
16	0.648		
17	0.749		
18	0.799		
19	0.849		
20	0.899		
21	0.95		
22	1		

## Results – PSD, $C_p$

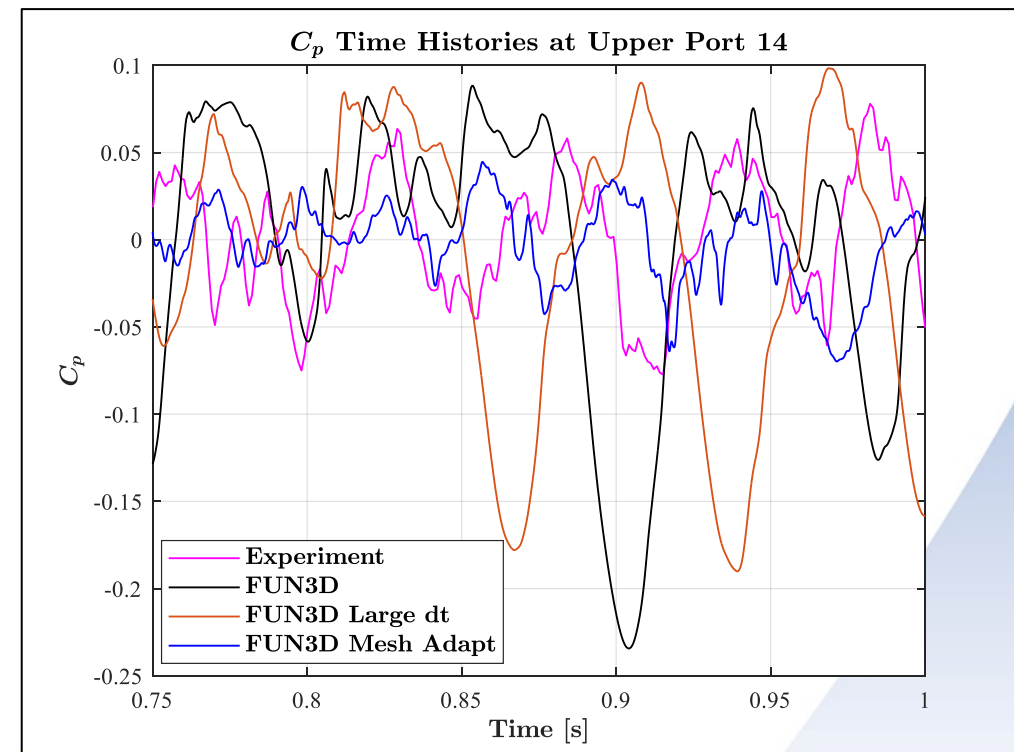
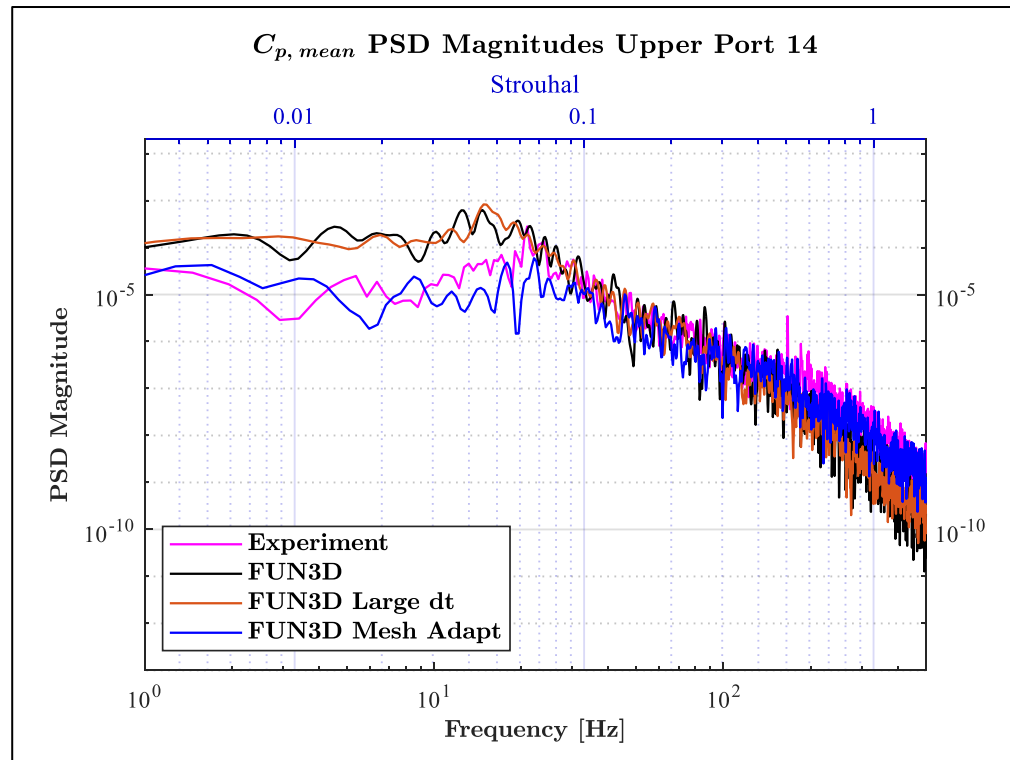
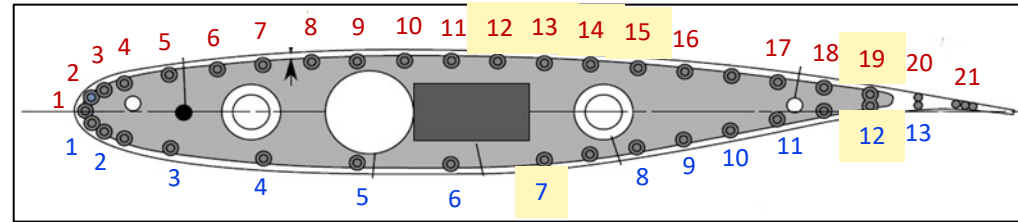




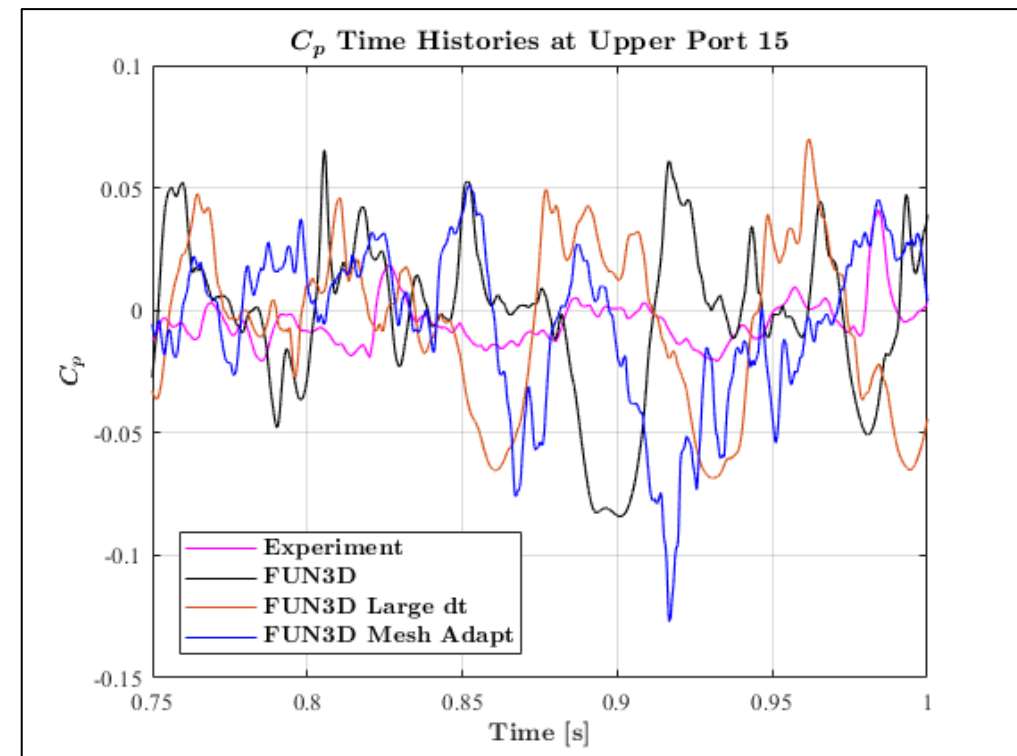
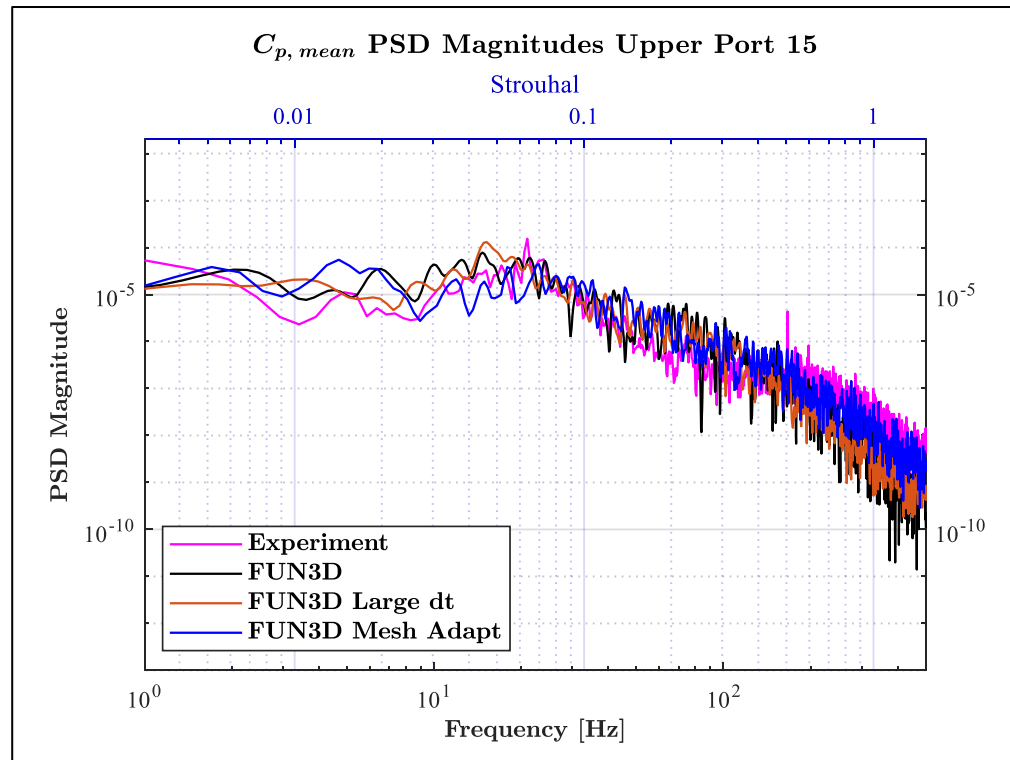
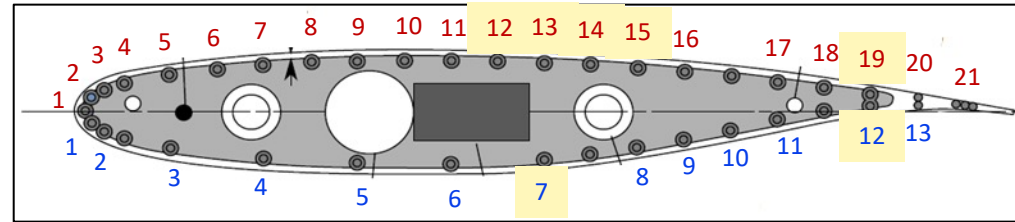
## Results – PSD, $C_p$



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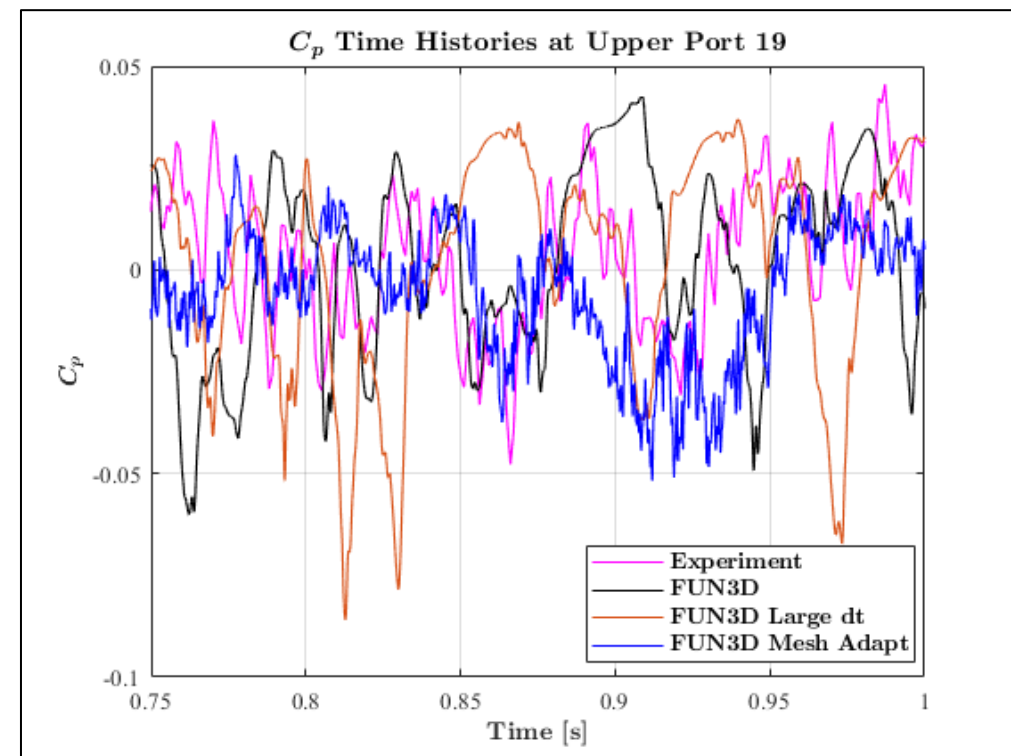
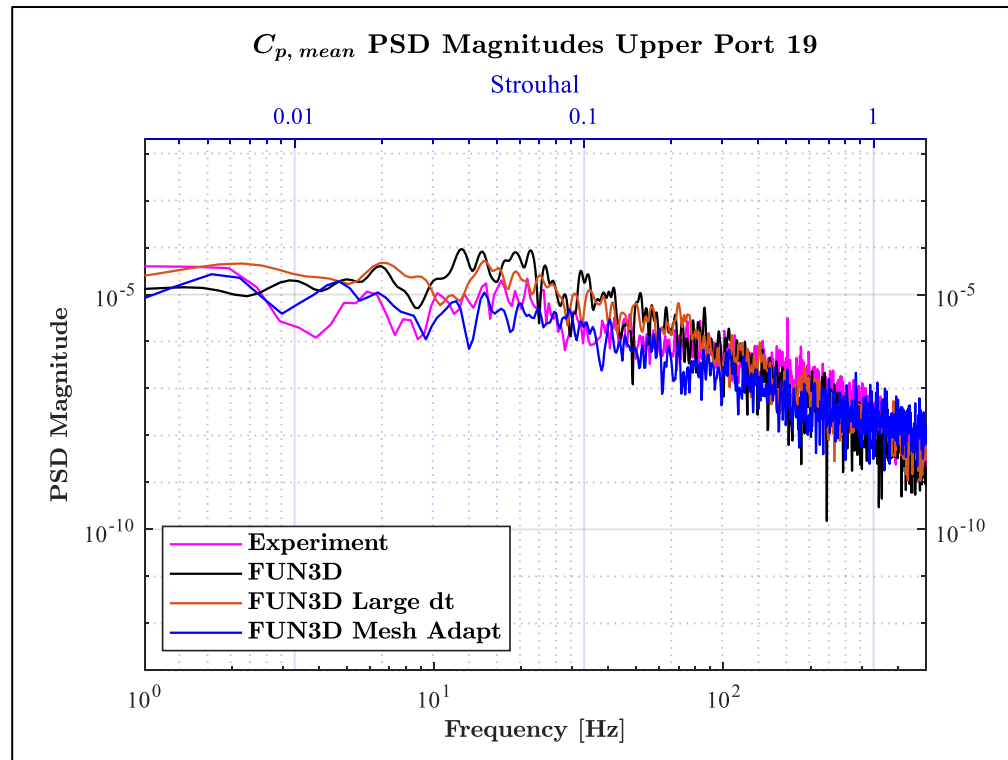
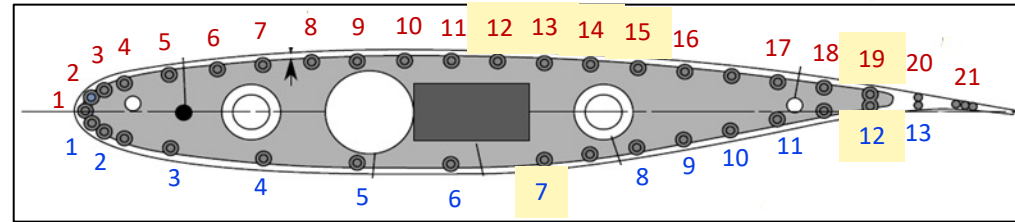


## Results – PSD, $C_p$

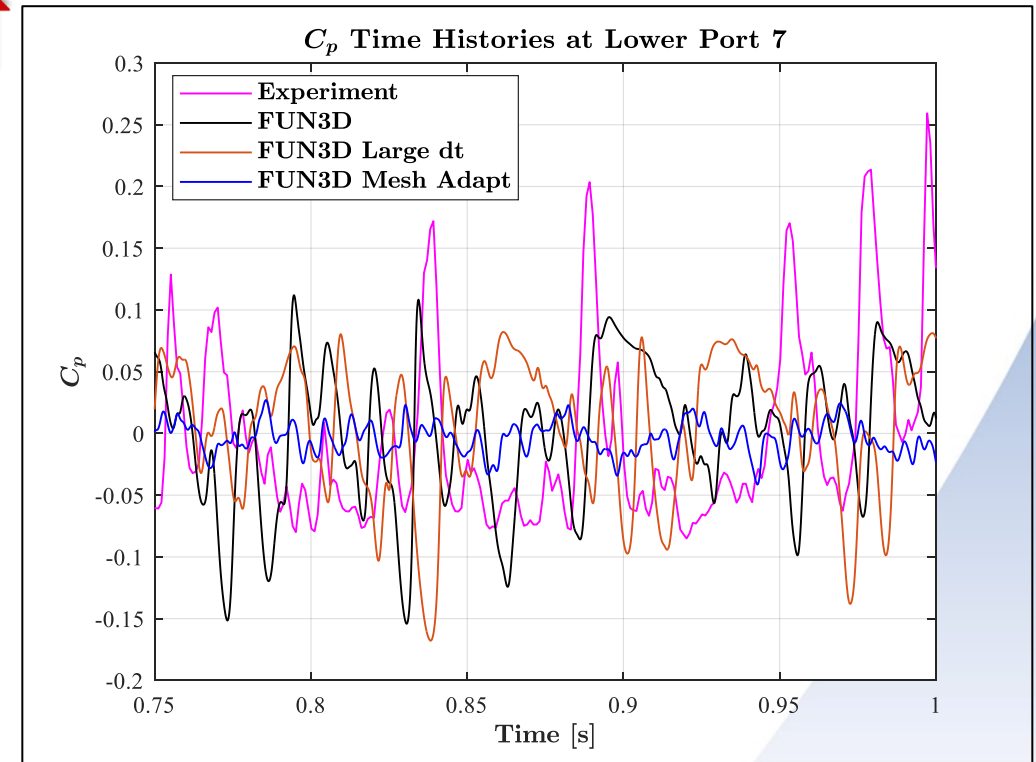
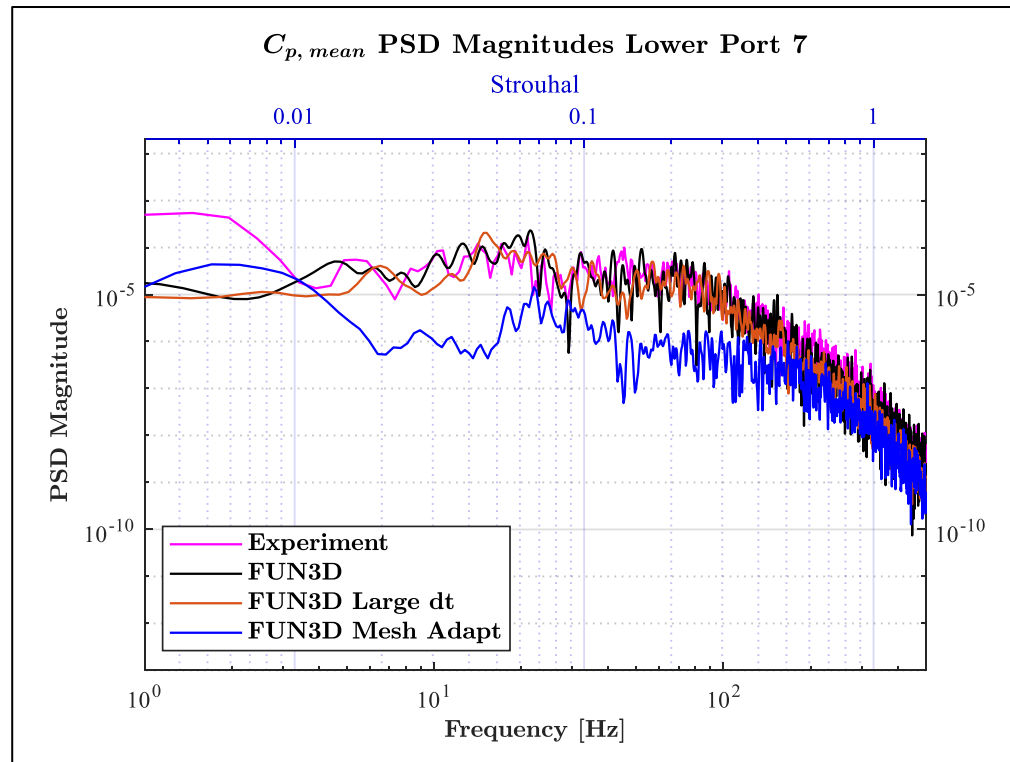
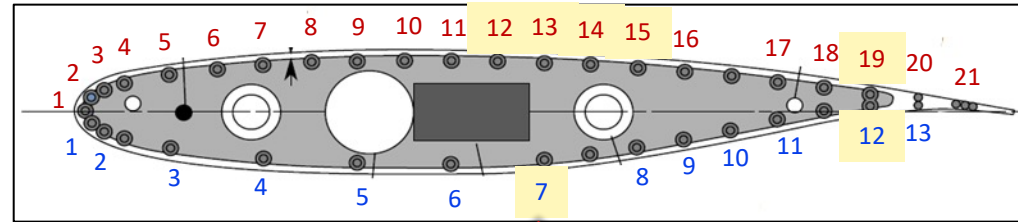




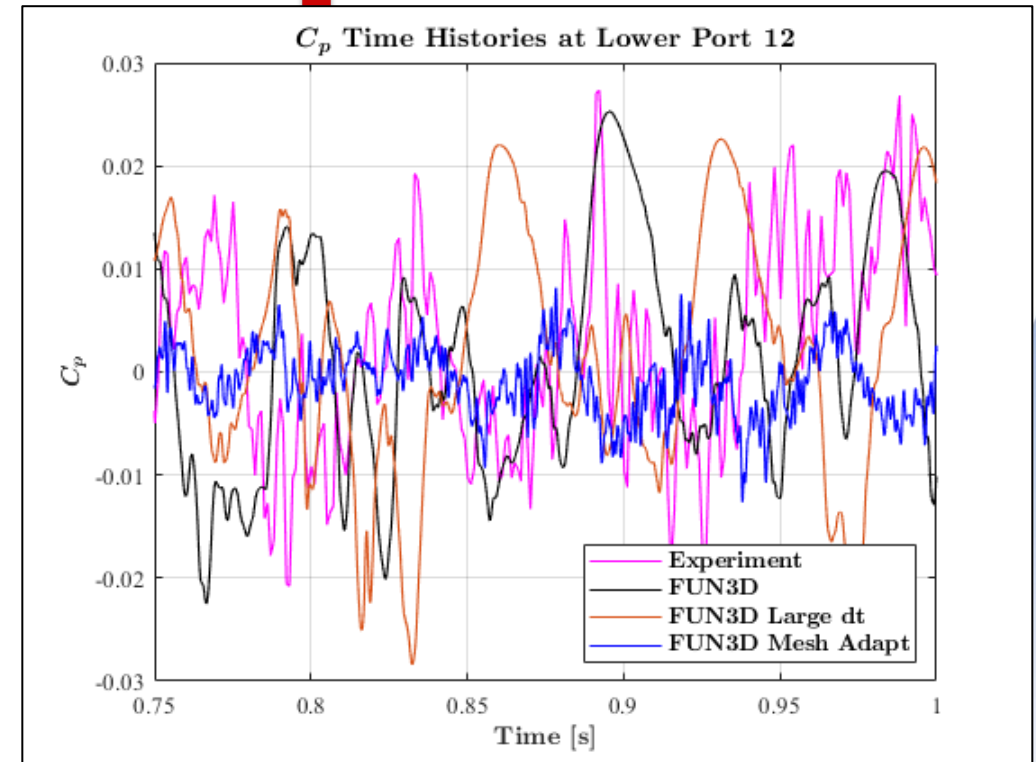
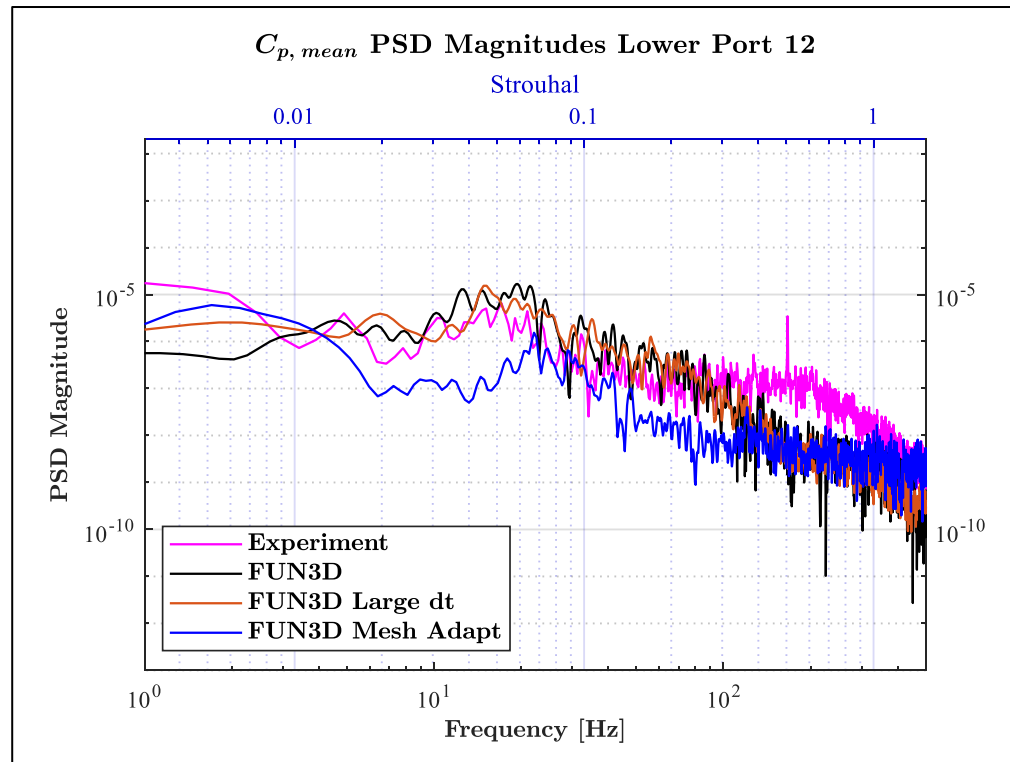
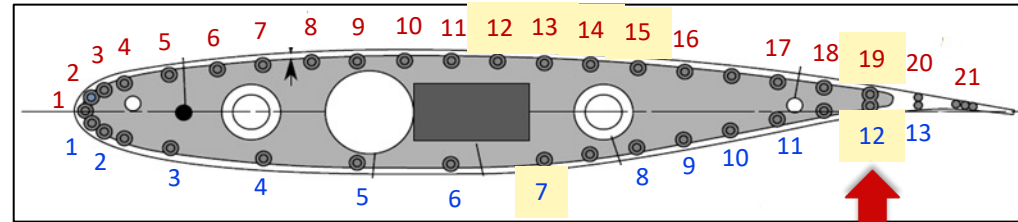
## Results – PSD, $C_p$



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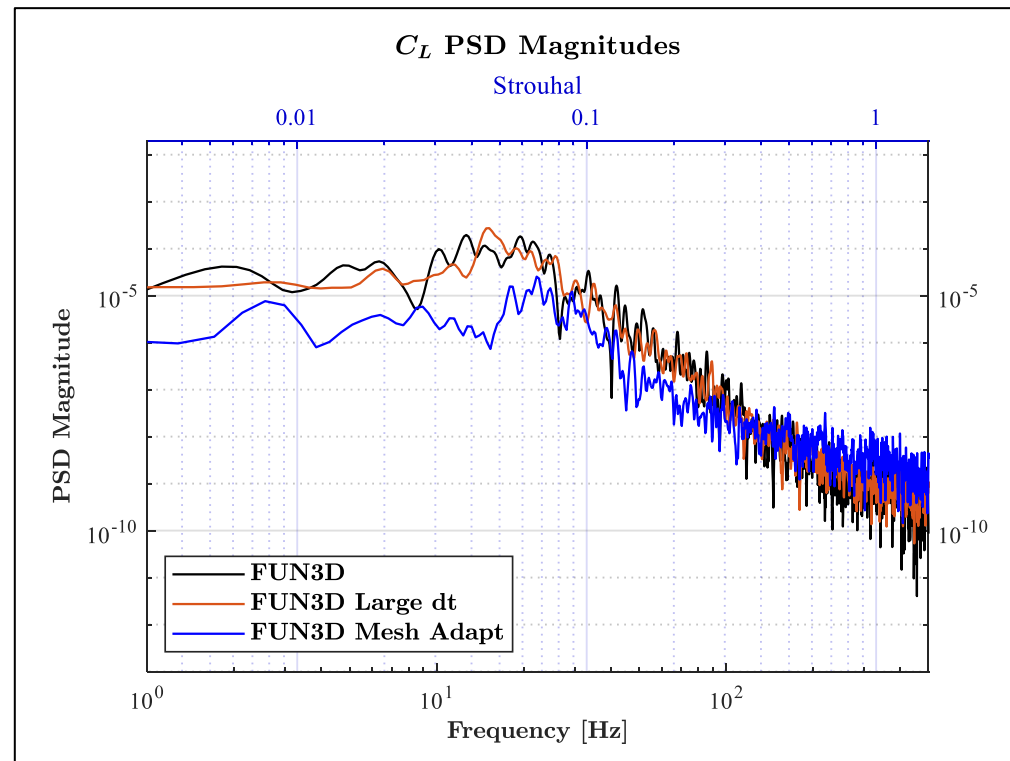
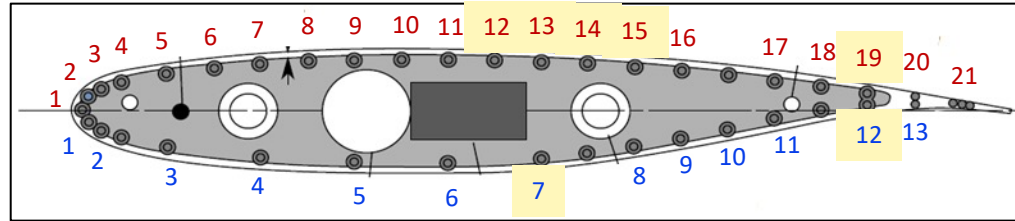


## Results – PSD, $C_p$





## Results – PSD $C_L$





## Results - Grids

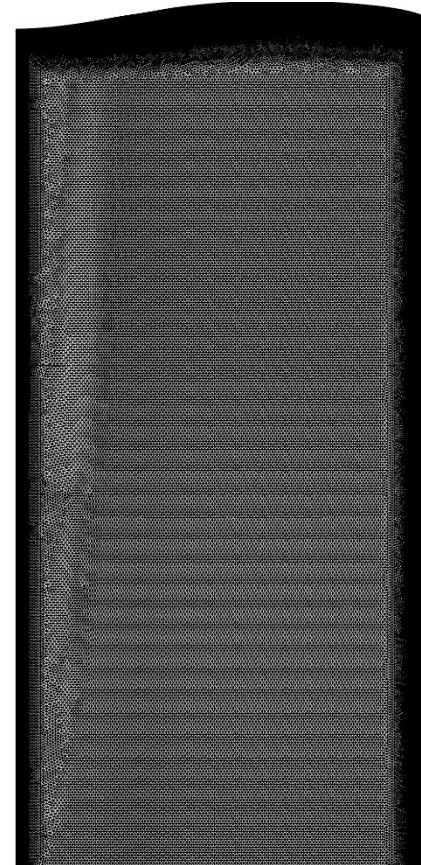
FUN3D Upper Surface



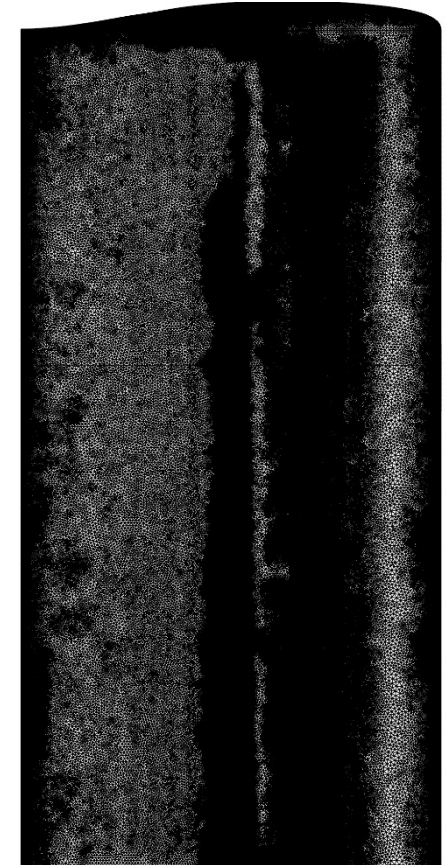
FUN3D Mesh Adaptation  
Upper surface



FUN3D Lower Surface

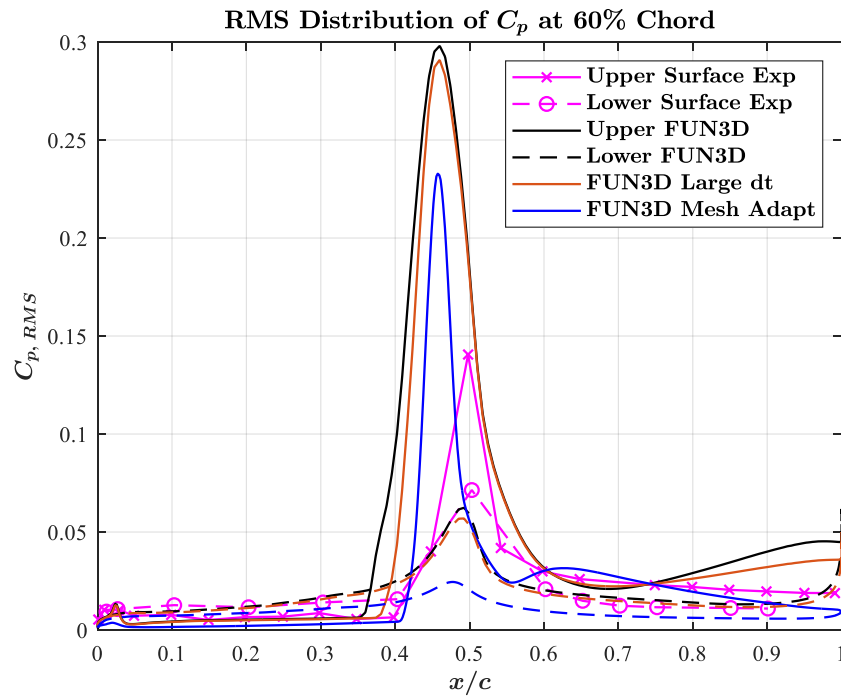


FUN3D Mesh Adaptation  
Lower Surface

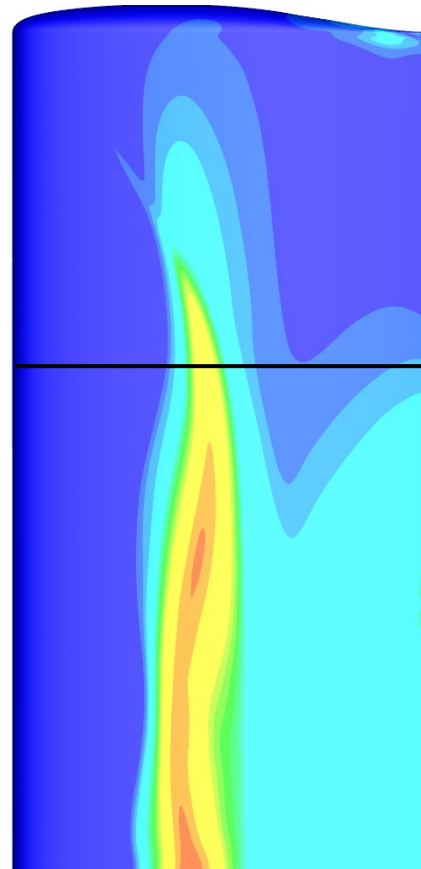




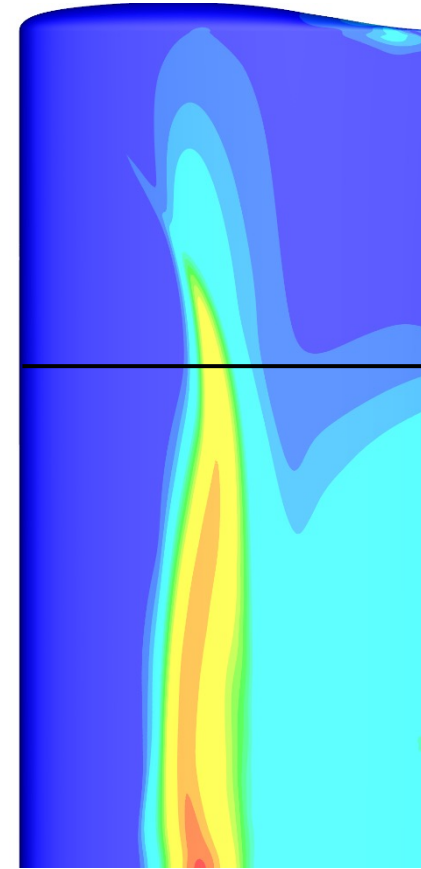
## Results – RMS



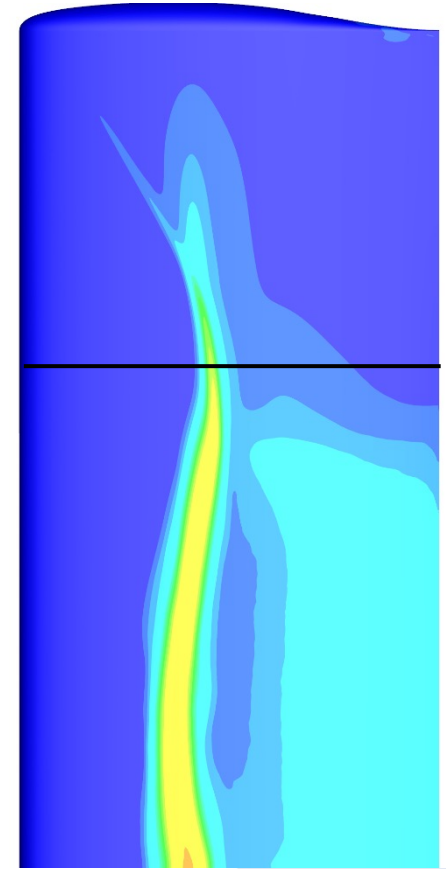
FUN3D



FUN3D  
Large dt



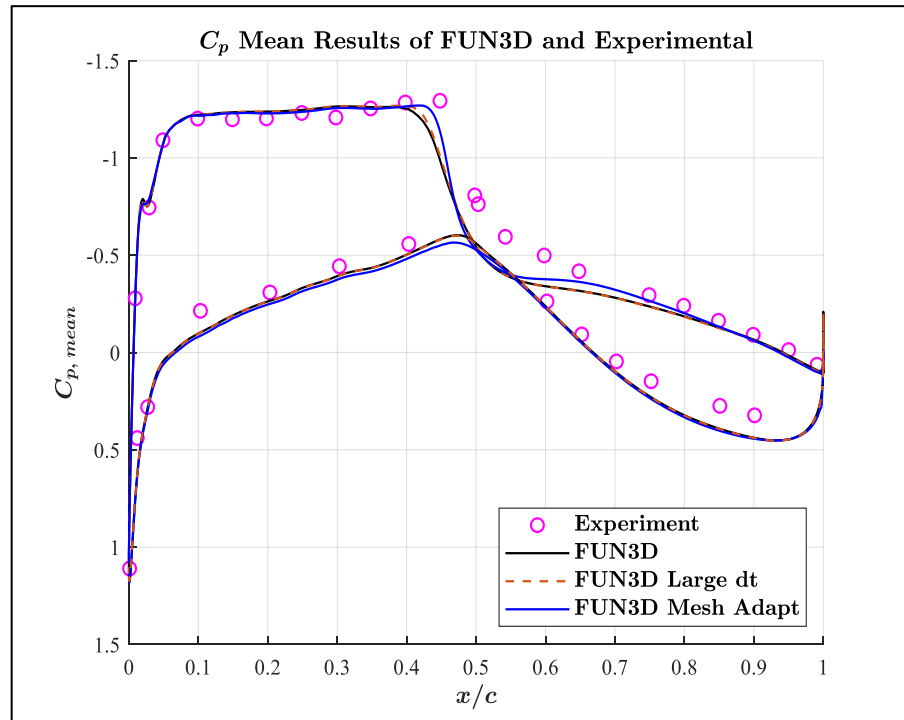
FUN3D Mesh  
Adaptation







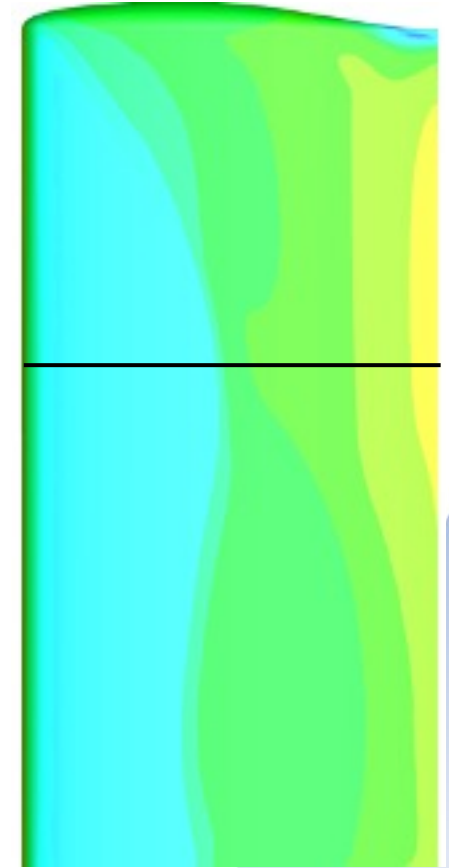
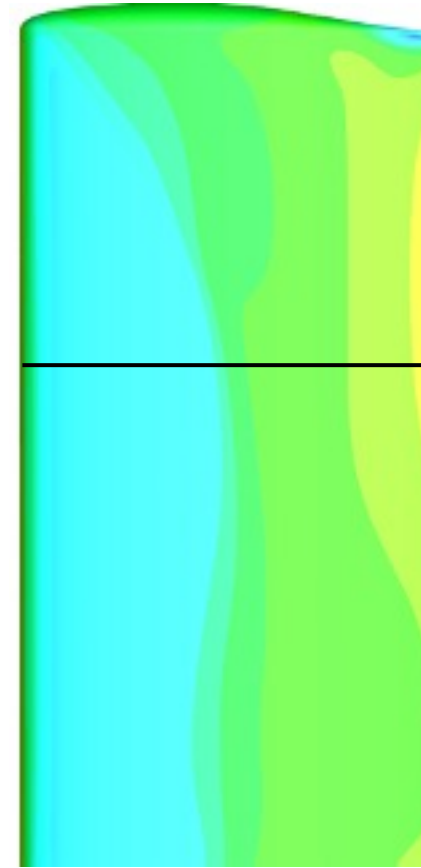
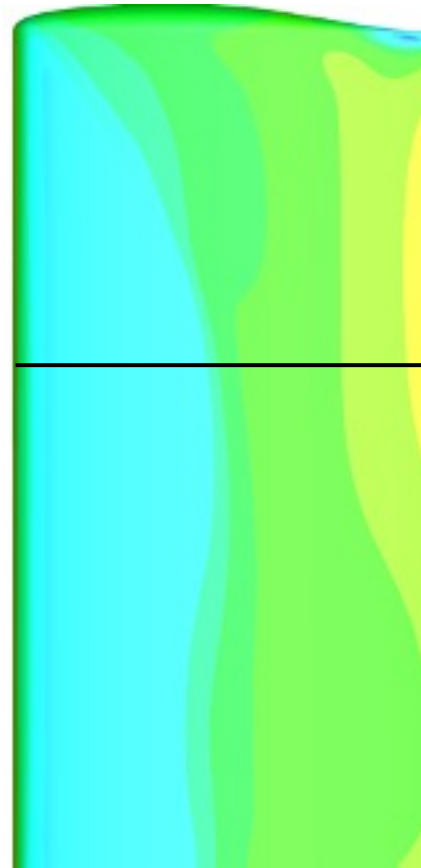
## Results - $C_p$



FUN3D

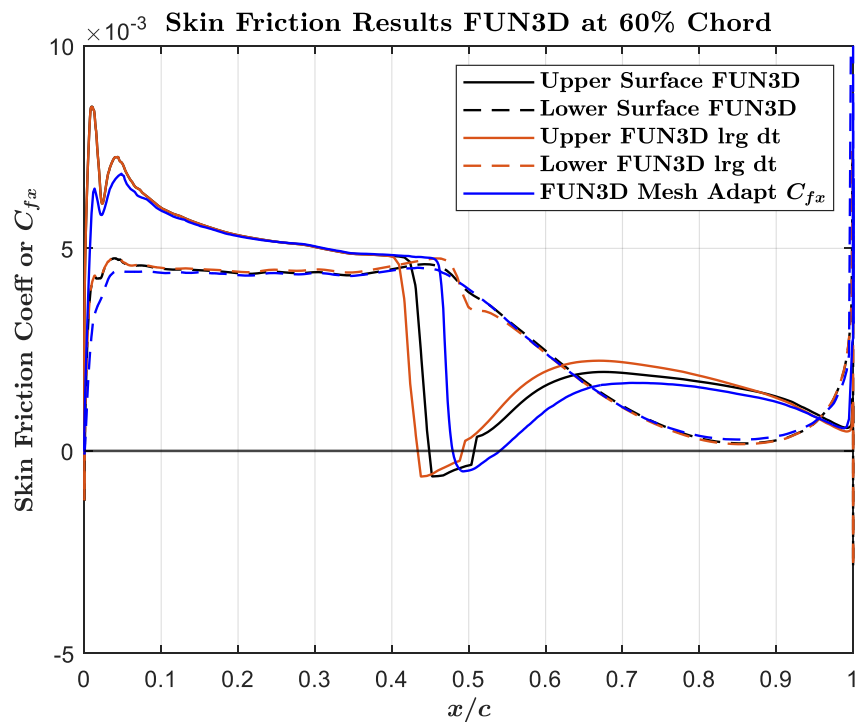
FUN3D  
Large dt

FUN3D Mesh  
Adaptation





## Results – Skin Friction



FUN3D Mesh Adaptation



FUN3D

